

PSYCHIC AWAKENING: RITUAL OF THE DAMNED

Indomitus Version 1.1

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

UPDATES & ERRATA

Page 35 – Combat Doctrines

Replace the Combat Doctrines ability with the following (note that the Devastator Doctrine, Tactical Doctrine and Assault Doctrine remain unchanged):

'If your army is Battle-forged and if every unit from your army has this ability (excluding **SERVITOR** and **UNALIGNED** units), this unit gains a bonus (see below) depending on which combat doctrine is active for your army, as follows:

- During the first battle round, the Devastator Doctrine is active for your army.
- During the second battle round, the Tactical Doctrine is active for your army.
- At the start of the third battle round, select either the Tactical Doctrine or Assault Doctrine: until the end of that battle round, the doctrine you selected is active for your army.
- During the fourth and subsequent battle rounds, the Assault Doctrine is active for your army.

Unless specified otherwise, this bonus is not cumulative with any other rules that improve the Armour Penetration characteristic of a weapon (e.g. the Storm of Fire Warlord Trait).'

Page 37, 39 and 41 – Aura of Dread

Change the sentence to read:

'Subtract 1 from the Leadership characteristic of enemy units whilst they are within 6" of any units from your army with this ability.'

***Page 39** – Master in Phobos Armour, master-crafted instigator bolt carbine, Abilities

Change to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 39** – Master in Phobos Armour, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

***Page 40** – Lieutenants in Phobos Armour, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

***Page 41** – Librarian in Phobos Armour, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

***Page 47** – Eliminators, bolt sniper rifle

Executioner round, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Hyperfrag round, Abilities

Change to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Mortis round, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 47** – Instigator bolt carbine, Abilities

Change to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 47** – Eliminator Squad, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

***Page 48** – Repulsor Executioner, Power of the Machine Spirit
Delete this ability.

Page 51 – Duty Eternal Stratagem

Change this Stratagem to read:

‘Use this Stratagem when a **DARK ANGELS DREADNOUGHT** model from your army is chosen as the target for an attack. Until the end of the phase, when resolving an attack made against that model, you can reduce any damage suffered by 1, to a minimum of 1 (this is not cumulative with any other rules that reduce the damage).’

***Page 52** – Big Guns Never Tire

Delete this Stratagem.

***Page 52** – Target Sighted

Change the third sentence to read:

‘Until the end of the phase, stalker bolt rifles the models in that unit are armed with gain the following ability: ‘Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.’’

Page 53 – Adaptive Strategy Stratagem

Delete this Stratagem.

***Page 56** – Impeccable Mobility

Change this Warlord Trait to read:

‘Whilst they are within 6" of this Warlord, models in **RAVENWING** units from your army that have Advanced this turn do not suffer the penalty for Advancing and firing Assault weapons.’

Page 66 – Masters of the Warp

Change the first sentence to read:

‘**PSYKER** units with this ability gain a bonus depending on which of the Tides of the Warp is dominant (see below).’

***Page 68** – Big Guns Never Tire

Delete this Stratagem.

Page 69 – Duty Eternal Stratagem

Change this Stratagem to read:

‘Use this Stratagem when a **GREY KNIGHTS DREADNOUGHT** model from your army is chosen as the target for an attack. Until the end of the phase, when resolving an attack made against that model, you can reduce any damage suffered by 1, to a minimum of 1 (this is not cumulative with any other rules that reduce the damage).’

Page 79 – Pythic Brazier

Change the sentence to read:

‘When a **CULT OF PROPHECY** unit within 6" of a friendly model with this Relic is chosen to shoot or fight with, you can re-roll one hit roll, one wound roll, or one damage roll.’

***Page 79** – Warlord Traits

Change to read:

‘If a **THOUSAND SONS <CULT> CHARACTER** model gains a Warlord Trait, they can have the relevant **<CULT>** Warlord Trait instead of a Warlord Trait from *Codex: Thousand Sons*.’

***Page 79** – Sorcerous Arcana

Change the first sentence to read:

‘If your army is led by **MAGNUS THE RED** or a **THOUSAND SONS <CULT>** Warlord, you can...’

FAQs

GREY KNIGHTS

Q: Can a Warlord with the Loremaster Warlord Trait know psychic powers from both the Sanctic and Dominus disciplines?

A: No. When choosing to generate psychic powers from the Dominus discipline, a model replaces all of the psychic powers that they would have known from the Sanctic discipline with ones from the Dominus discipline. This includes the additional power from the Loremaster Warlord Trait.

Q: If a unit affected by the Powerful Adept Stratagem manifests the Vortex of Doom psychic power, what ranges are used?

A: The vortex will open over the nearest visible enemy model within 18", but the power will still only affect other units within 3" of that model.

THOUSAND SONS

Q: If I manifest the Warp Reality psychic power with a unit that has the Brotherhood of Sorcerers ability, can I use that ability to select one enemy unit within 9" of the terrain feature?

A: No. The Brotherhood of Sorcerers ability allows you to select a terrain feature within 24" of the **PSYKER**.

Q: Can the ability from the Guided by the Whispers Warlord Trait be used by a model that cannot fire Overwatch due to not having a ranged weapon, not having line of sight or being out of range?

A: Yes, unless another rule would prevent them from being able to fire Overwatch (such as being within Engagement Range of any enemy units or being under the effects of a rule that prevents the model from firing Overwatch).

Q: If I have a <CULT> Warlord and I use the Magister Stratagem to give a Thousand Sons Character from a different <CULT> a Warlord Trait, can I select their relevant <CULT> Warlord Trait?

A: Yes, as they are regarded as your Warlord for the purposes of that Warlord Trait.

Q: If I have a <CULT> Warlord and I use the Relics of the Thousand Sons Stratagem to give a Thousand Sons Character from a different <CULT> a Sorcerous Arcana, can I select their relevant <CULT> Sorcerous Arcana?

A: No, as you can only select that Sorcerous Arcana if your Warlord is from that **<CULT>**.

DARK ANGELS

Q: Does the Pennant of Remembrance replace a Deathwing Ancient's Deathwing Company Banner ability?

A: No. It is an ability the model gains in addition to the Deathwing Company Banner ability.